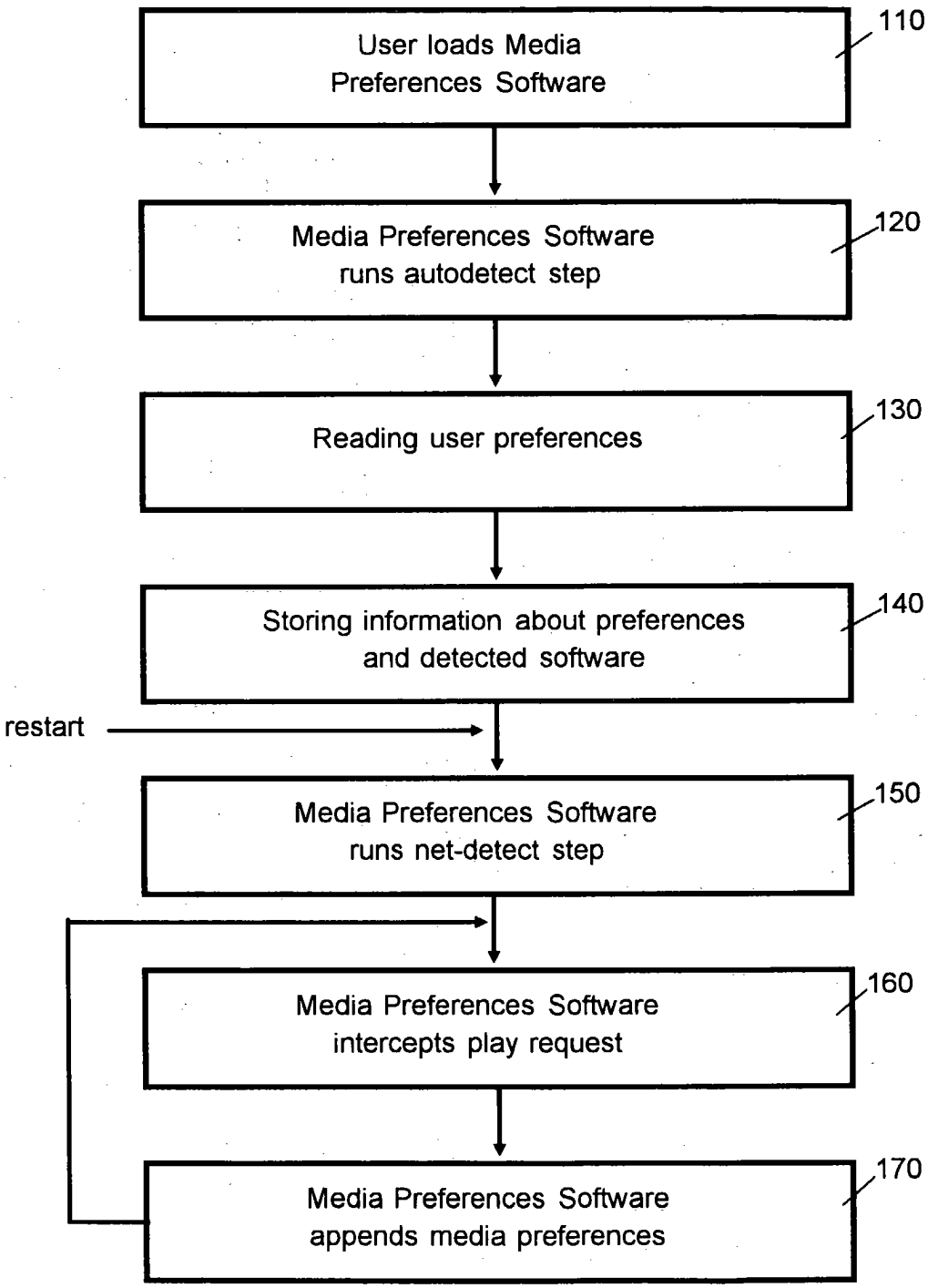

FIG. 1 Client Machine

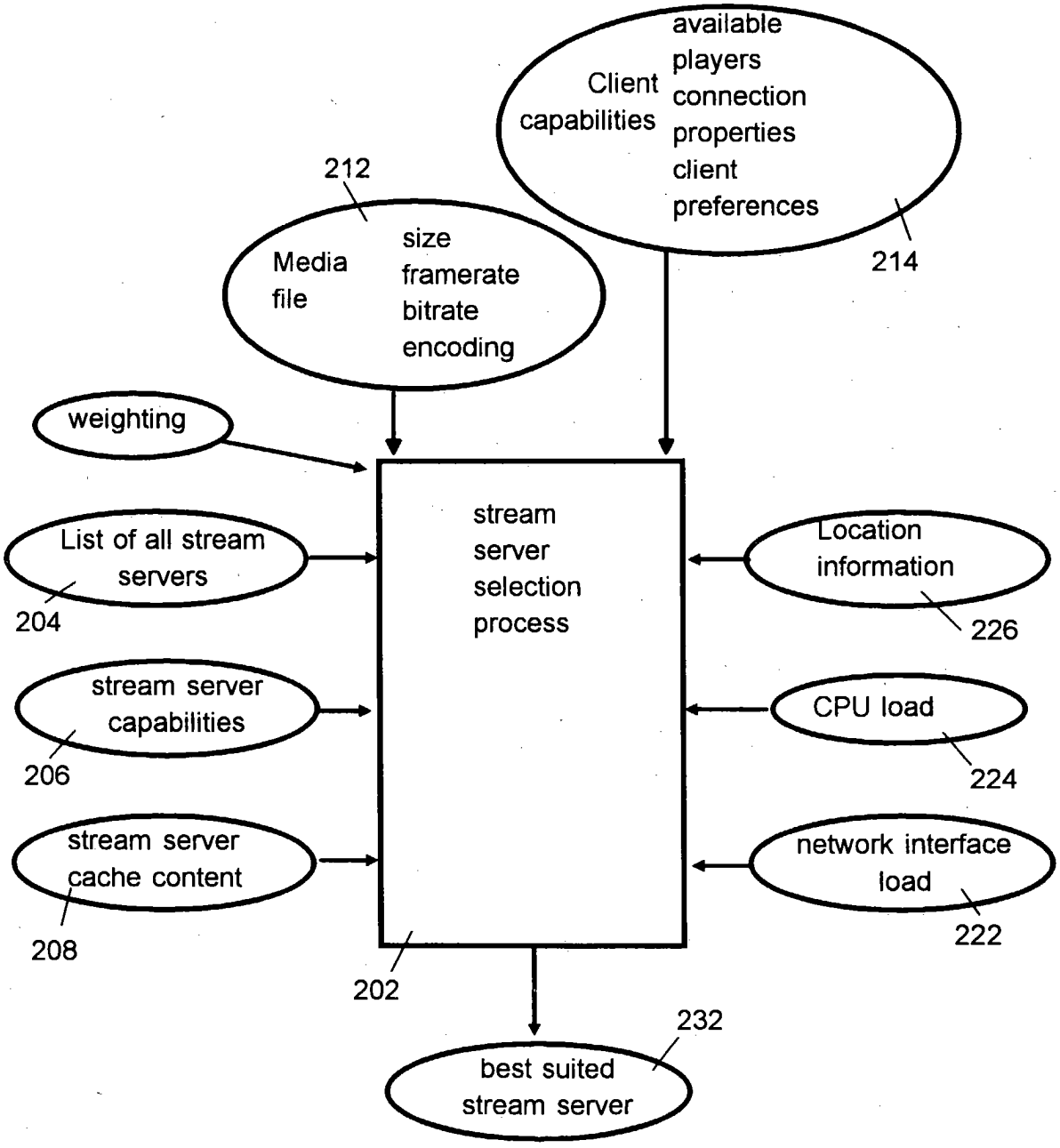
Client capabilities
available players
connection properties
client preferences
214
212
Media file
size
framerate
bitrate
encoding
weighting
List of all stream servers
204
stream server capabilities
206
stream server cache content
208
stream server selection process
202
Location information
226
CPU load
224
network interface load
222
232
best suited stream server

FIG. 2

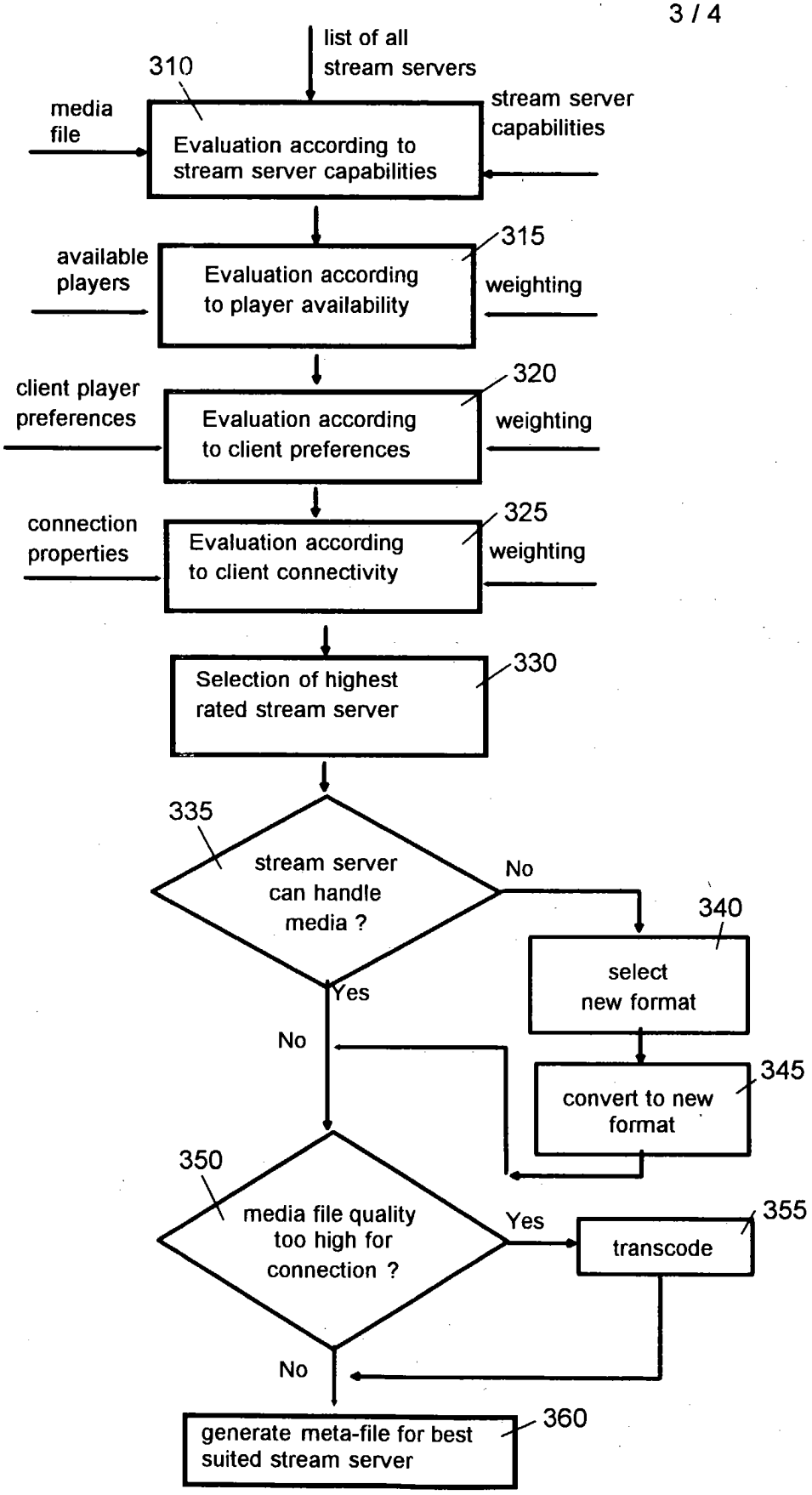
list of all stream servers
310
media file
Evaluation according to stream server capabilities
stream server capabilities
available players
315
Evaluation according to player availability
weighting
client player preferences
320
Evaluation according to client preferences
weighting
connection properties
325
Evaluation according to client connectivity
weighting
330
Selection of highest rated stream server
335
stream server can handle media ?
No
340
select new format
Yes
No
345
convert to new format
350
media file quality too high for connection ?
Yes
355
transcode
No
360
generate meta-file for best suited stream server

FIG. 3

401 402 403 404 405 406

Stream Server	Format	Quality	Format Score	Format preference Score	Client Connectivity Score
Stream-Server-ID	Format-ID	Quality-ID	points	points	points
Stream-Server-ID	Format-ID	Quality-ID	points	points	points
Stream-Server-ID	Format-ID	Quality-ID	points	points	points
Stream-Server-ID	Format-ID	Quality-ID	points	points	points
Stream-Server-ID	Format-ID	Quality-ID	points	points	points

400

FIG. 4